

Appl. No. : 09/965,786
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IN THE SPECIFICATION:

Please replace paragraph [0027] as indicated:

A1
[0027] In a preferred embodiment, the gaming [gamine] machine 20 is associated with a player tracking system. Such a system may also be referred to as a player reward or player loyalty system. The details of this system are described in more detail below. In general, the player tracking system includes a gaming machine player tracking device associated with a player tracking host system via a network including a communication link.

Please replace paragraph [0017] as indicated:

X2
[0071] In one or more alternate embodiments of the invention, information may be presented whether or not a player is playing the gaming machine or whether or not a player has met specific criteria. For example, in one embodiment, streaming video, video clips, sounds and the like may be presented using the apparatus and system in a manner independent of player play. The information may be presented when the gaming machine is not being played by a player, or when the gaming machine is being played, but independent of specific player triggered criteria.

Please replace the Abstract at page 42, lines 5-16 with:

A3
An information system includes a player tracking system which includes a player tracking device at a gaming machine, a remote player tracking host and a network by which information may be sent to and from the player tracking device and the player tracking host. The player tracking device includes a controller, a display and speakers. The information system also includes an

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information system host configured to generate information for transmission to the player tracking device over the player tracking network. The player tracking device presents the information, such as advertising, player-specific information, promotional and entertainment information in multi-media format [The invention is a system and method for providing information to a particular player or players of a game or gaming machine. In one embodiment, the information system includes a player tracking system comprising a player tracking device at the gaming machine, a remote player tracking host and a network by which information may be sent to and from the player tracking device and player tracking host. The information system includes a information system host associated with the network, the information system host capable of generating information which is transmitted to the player tracking device at the gaming machine via the network. In one embodiment, the player tracking device includes a player tracking device controller and one or more peripherals, such as a card reader, display and speakers. Upon identification of a player of a gaming machine and satisfaction of one or more criteria, the information system host generates information and transmits it to the player via the gaming machine. The information may comprise advertising, promotion, bonus, and multi-media information such as lights, sounds and images, either still images or video clips or streaming/continuous video].
